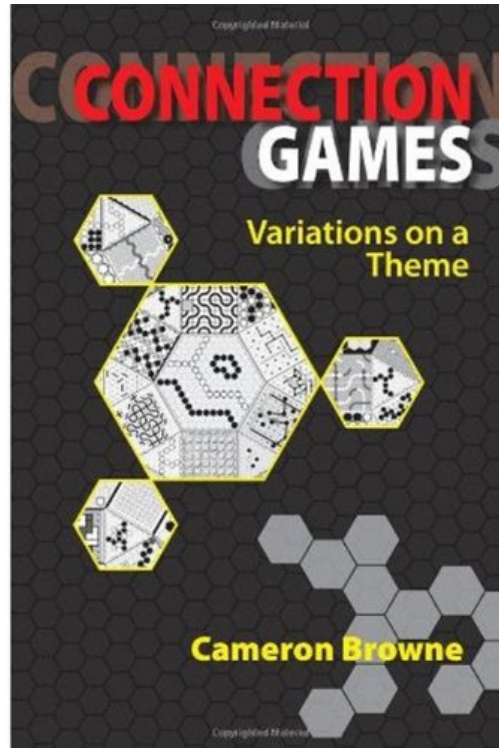


Connection Games: Variations on a Theme

Cameron Browne

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A comprehensive study of the connection game genre, Connection Games provides a survey of known connection games while exploring common themes and strategies. This book aims to impose some structure on this increasingly large family of games, and to define exactly what constitutes a connection game. Key games are examined in detail

and complete rules for over 200 connection games and variants are provided. A connection game is a board game in which players vie to develop or complete a specific type of connection with their pieces. This might involve forming a path between two or more goals, completing a closed loop, or gathering all pieces together into a single connected group.

" is a great book. Every page of Connection Games works well, making it a classic work in an area that needed one. . . This would be an excellent book for motivating a person to like mathematics. -Ed Pegg Jr., Mathpuzzle.com, November 2004 book is an encyclopedic overview on connection games. I don't know anything which is nearly comparable. -Jrg Bewersdorff, Author of Luck, Logic, and White Lies, November 2004 ""It's a fascinating book."" - Rezensionen, February 2005 Connection Games has become the definitive text on the subject, literally! -Wolfram Research, March 2005 new book written by Cameron Browne is absolutely a must for anybody interested in abstract strategy games."" -Ralf Gering, Abstract Games Magazine , March 2005 Of Interest to anyone intrigued by board games, this book provides an incredible summary of connection games and their related strategies... -Ned W. Schillow, Mathematics Teacher, December 2005 ""This book by C. Browne is truly a masterpiece in an area in which such a thing was desperately needed and there is no doubt that it will become a classic. Moreover, it is likely to attract many people not only to connection games or strategy games, but, in general, to mathematics. What a blessing!"" - Newsletter of the European Mathematical Society , June 2006 ""In his well organized book the author has collected the rules of about 200 such games, classifies them, and describes their history and what is known about them. This is not a mathematical book on game theory, but a valuable source of relevant information about ""real world"" games."" - SpringerWienNewYork - Monatshefte fuer Mathematik, May 2008"From the Inside Flap"The recent explosion of new connection games. . . is far and away the most exciting development in board game theory. Brownes book is a magnificent survey of this vast field, covering more than 200 such games triggered by the Piet Hein/John Nash invention of Hex in 1942." ---Martin GardnerAbout the AuthorCameron Browne is a software engineer living in Brisbane, Australia. He has been an avid board game player for many years, and developed a special interest in connection games after being introduced to Hex. His earlier book Hex Strategy: Making the Right Connections provided the impetus for this broader study of the connection game family.